



THE ART OF

Succubus





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# Succubus



The distinctive element of the reality presented in Succubus, and begun in Agony, is its evocativeness, combined with its incomparability to any mythology, religion, or other world known from fantasy or horror.

This unbounded vision, exploring the darkest recesses of the human soul, became the hallmark of Madmind Studio's first game and the driving force behind the creation of Vydija, Queen of the Succubi.

I hope this publication will allow you to plunge yourself even further in a world immersed in brutality, cruelty and the most extreme forms of perversion.

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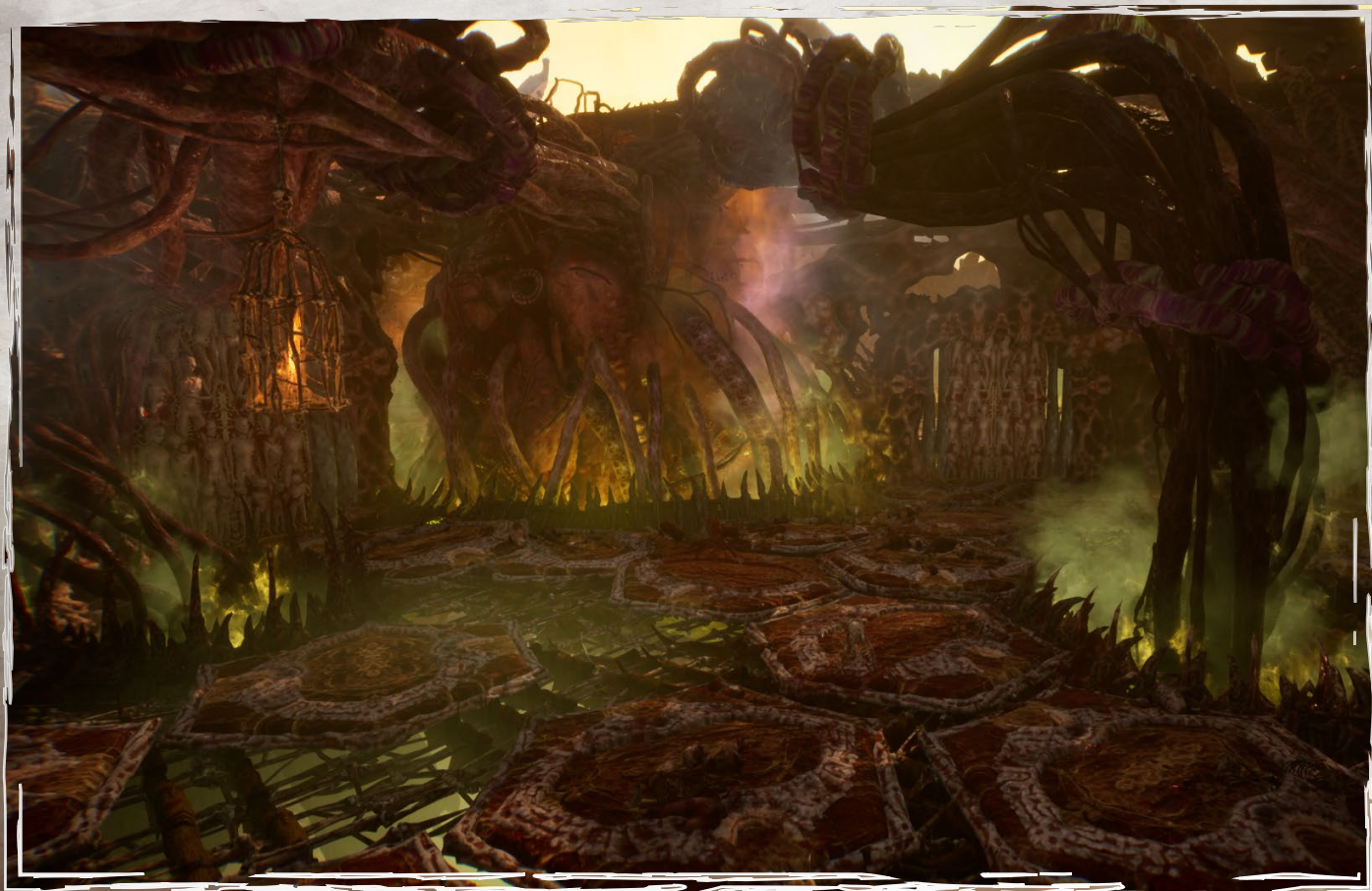


CHAPTER ONE

# WELCOME TO HELL

THE WHOLE HELLISH ENTOURAGE IS MEANT TO EXPRESS CONSTANT SUFFERING. HENCE THE LEVELS COMPOSED OF ANATOMICAL ELEMENTS PULLED OUT DURING THE TORMENTS OF THE DAMNED. THERE ARE ALSO FRAGMENTS EXPRESSING MENTAL PAIN AND ETERNALLY UNSATISFIED DESIRES OF THOSE WHO GAVE VENT TO THEM WHILE ALIVE. THEREFORE YOU WILL FIND NUMEROUS SEXUAL ALLUSIONS, BUT IN A DEFORMED AND DISGUSTING VERSION, EMPHASIZING CORRUPTION AND IMPURITY, DRIVEN BY IMMEDIATE LUST.

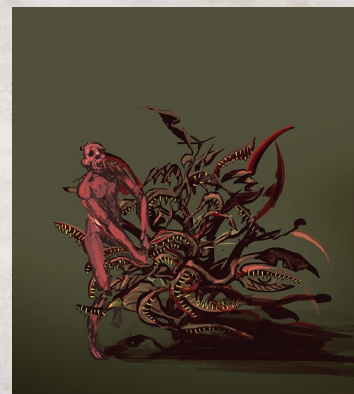
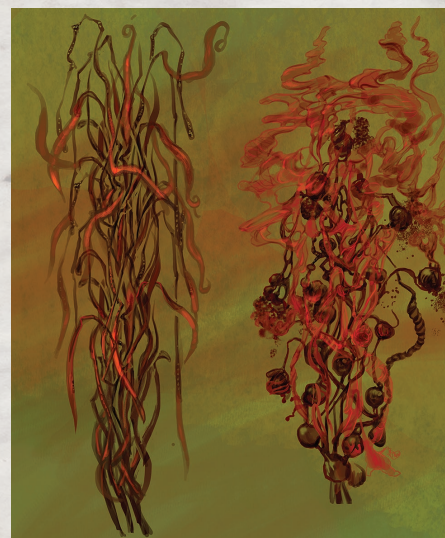
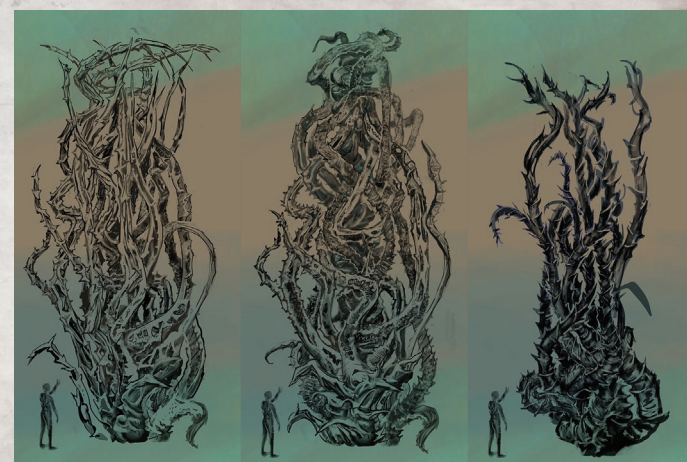
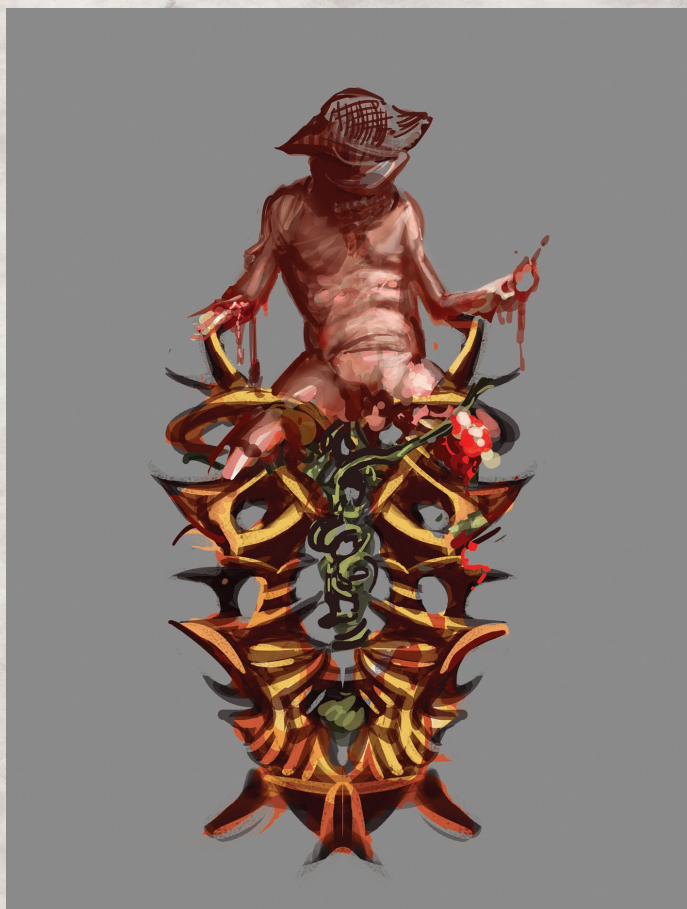
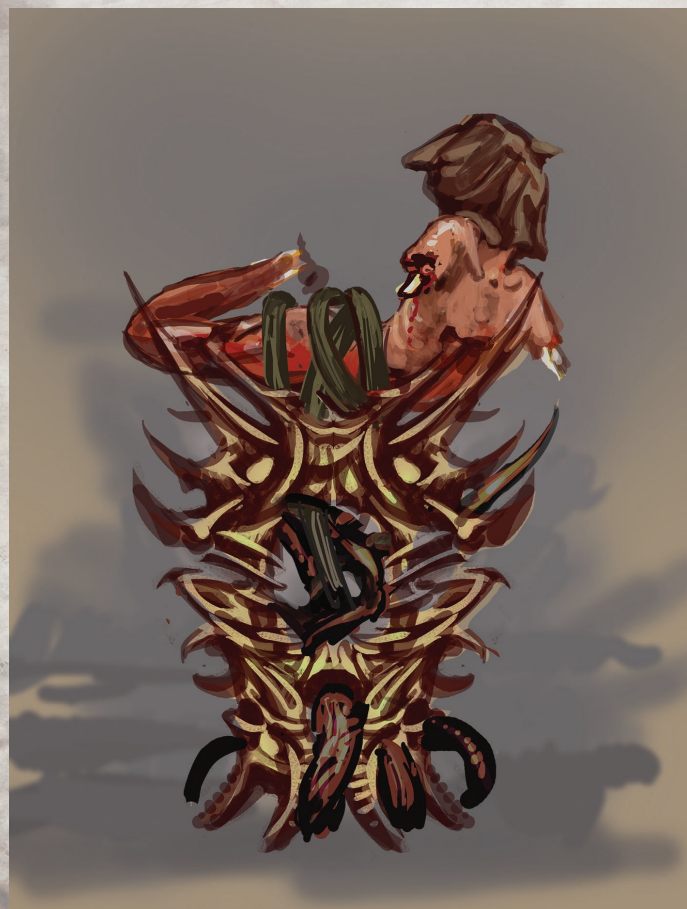




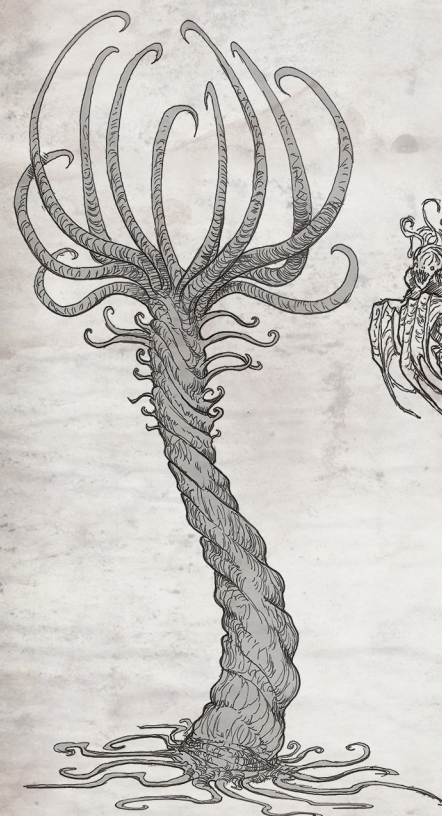
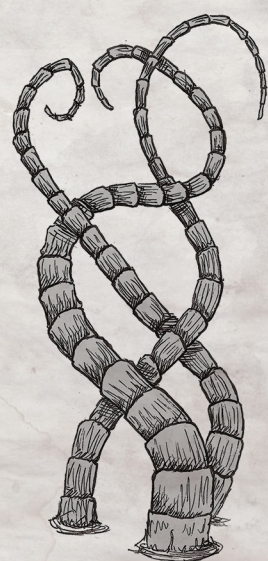
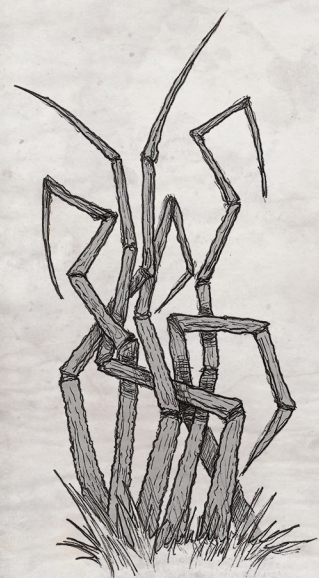
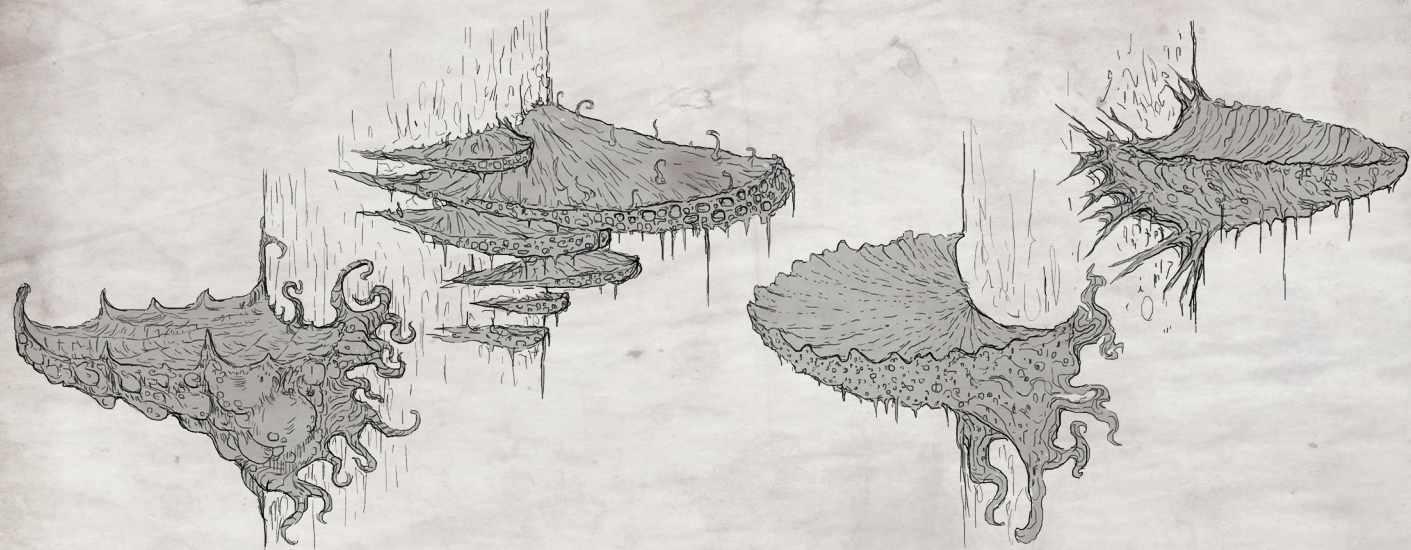
MEAT AND FOREST BIOMES

ICE AND ROCK BIOMES





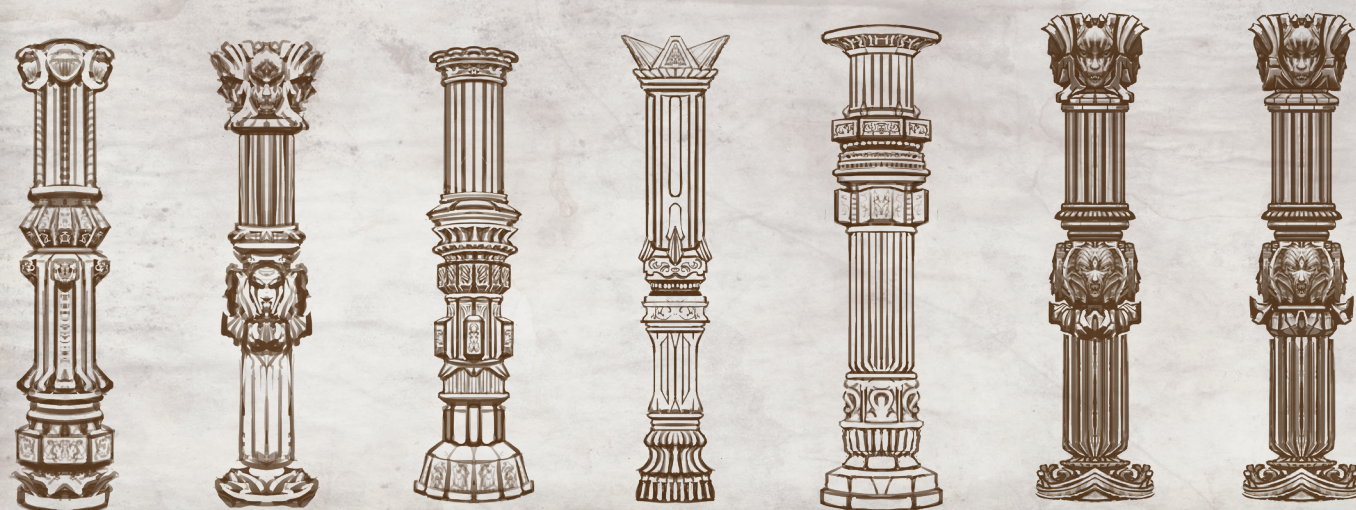




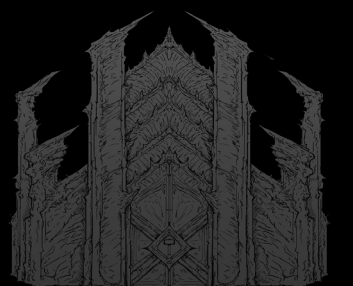
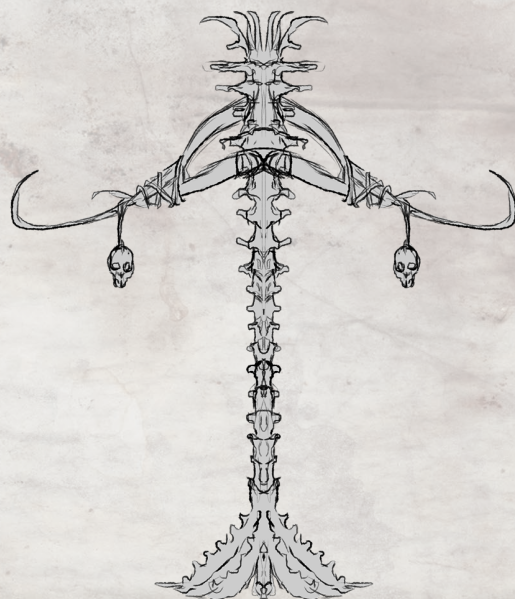
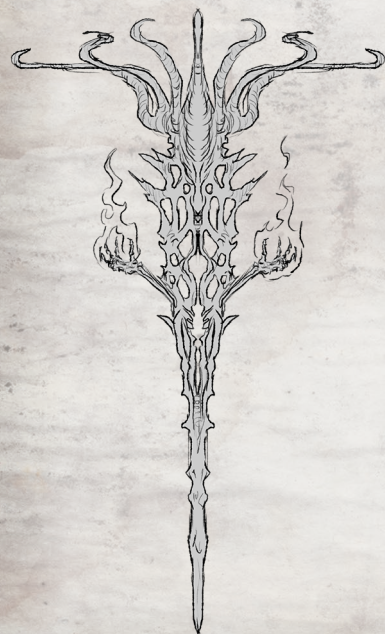
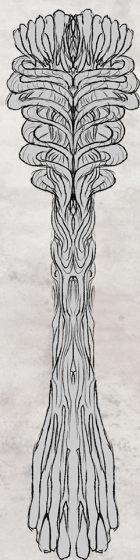
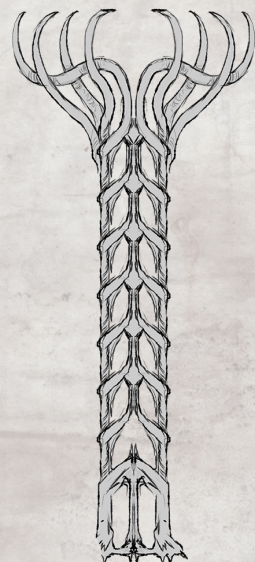
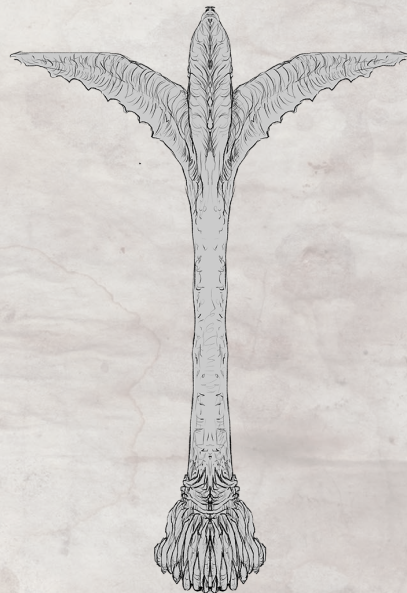
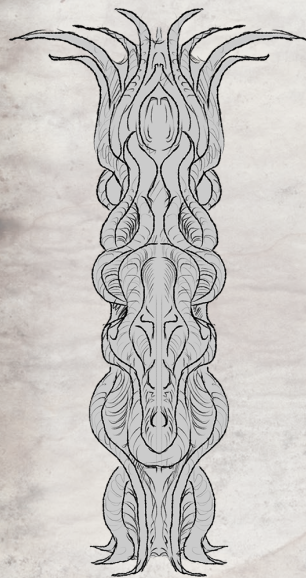
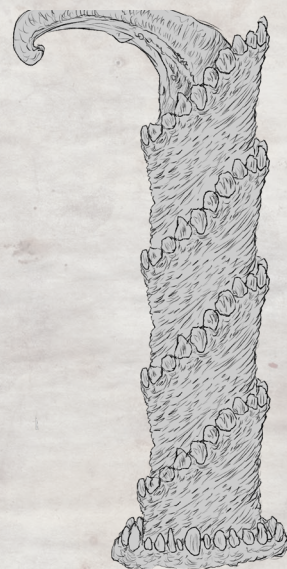
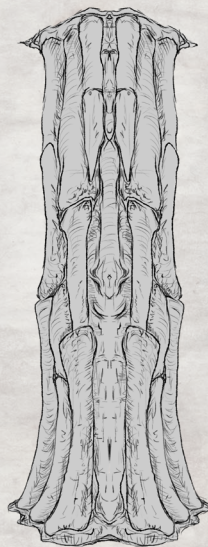
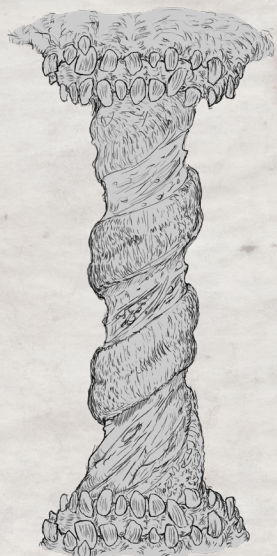
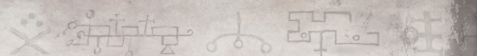




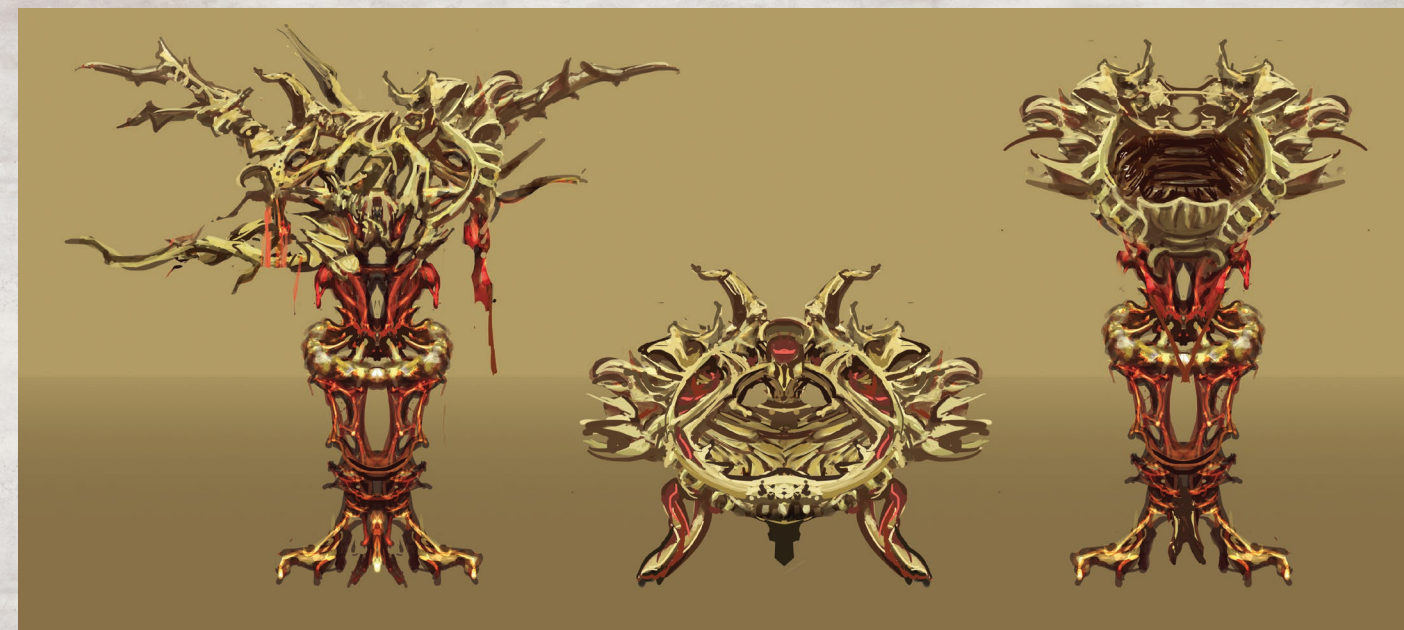
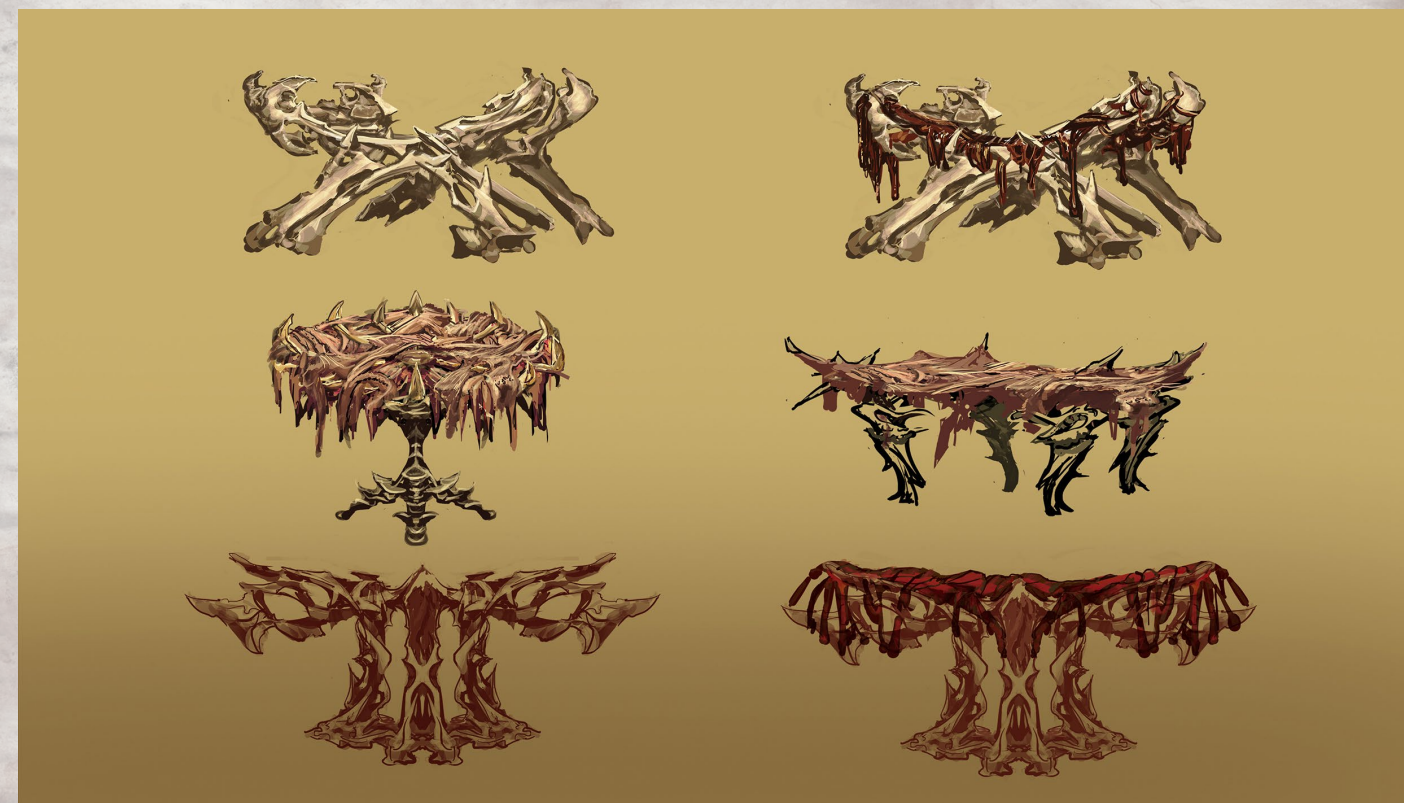




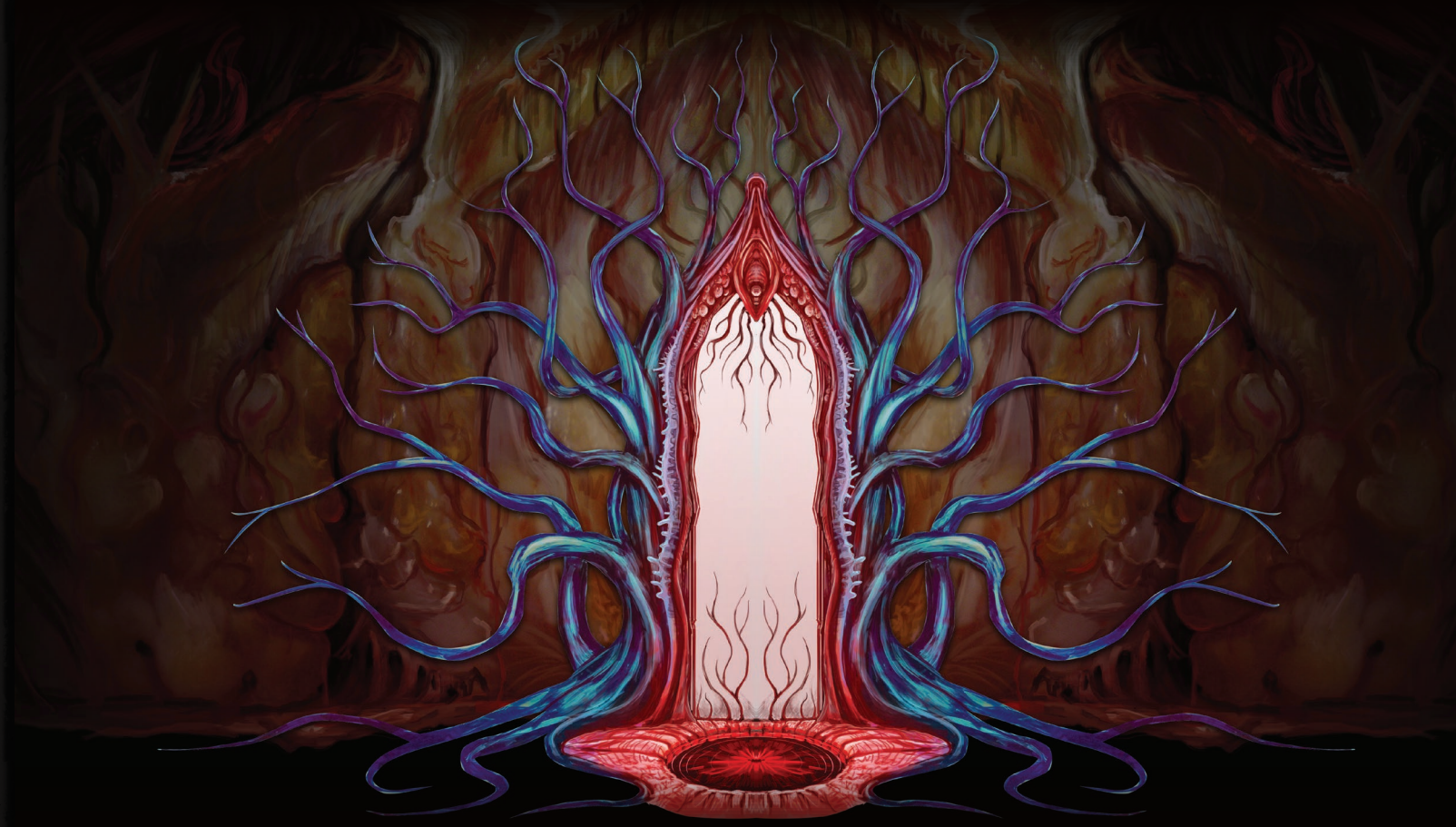
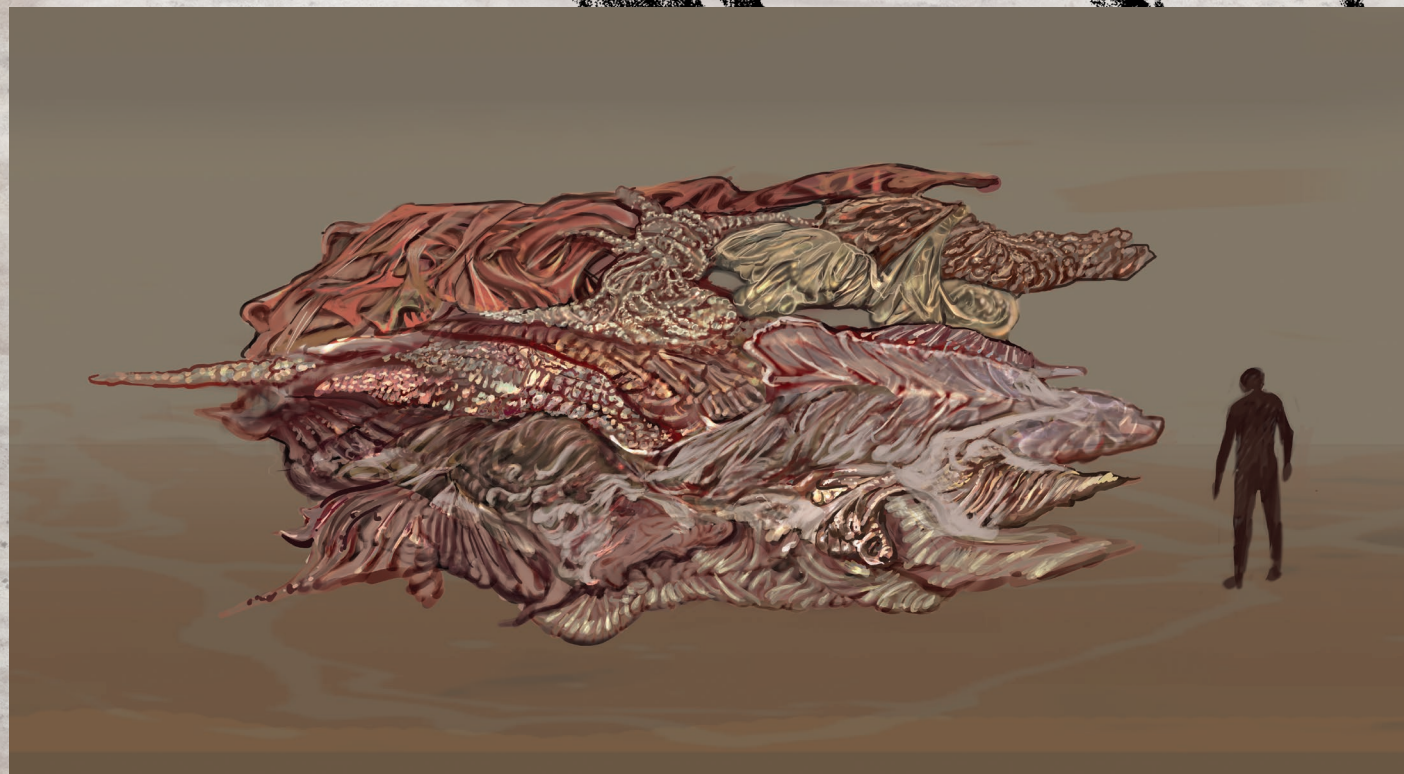








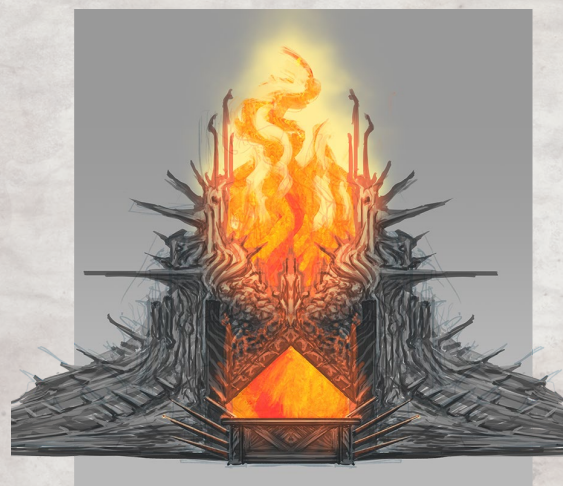




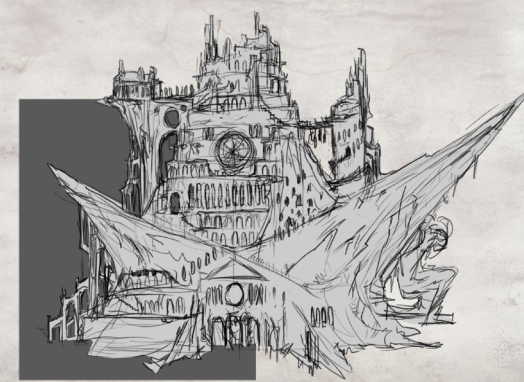
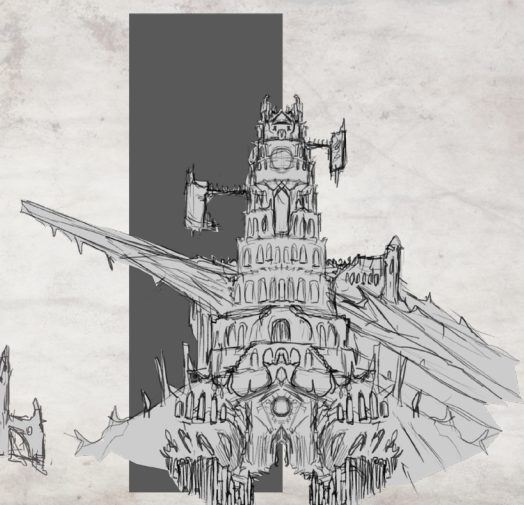
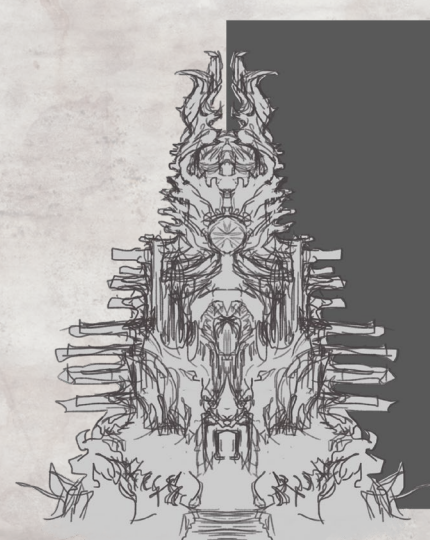
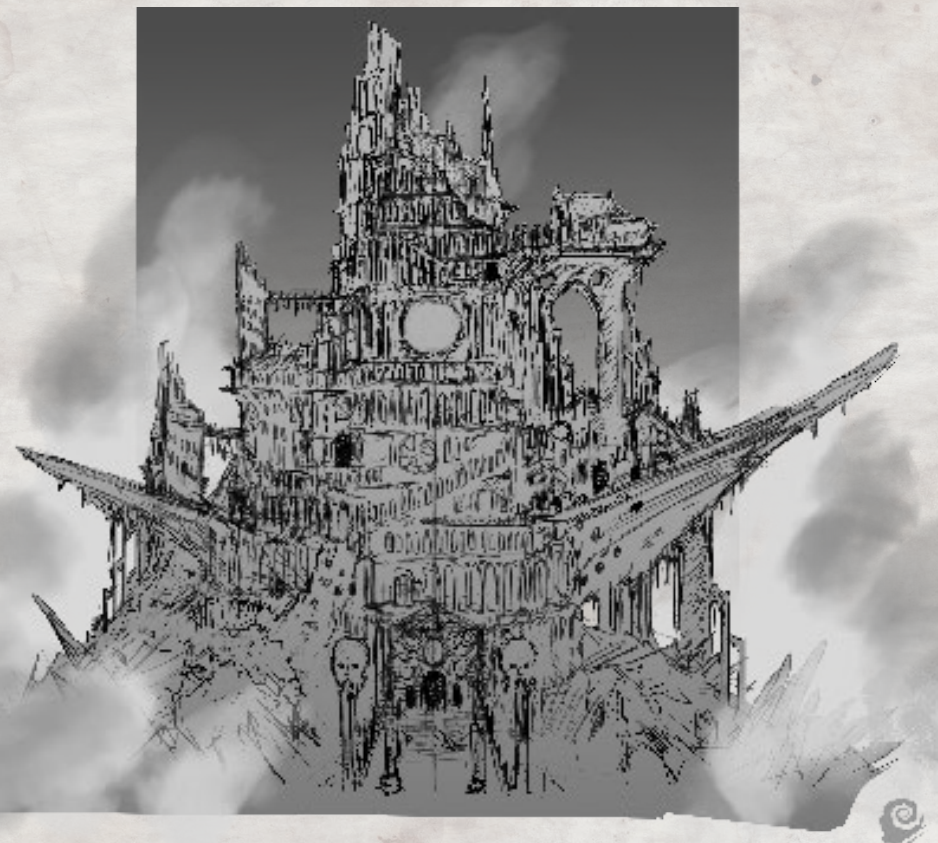




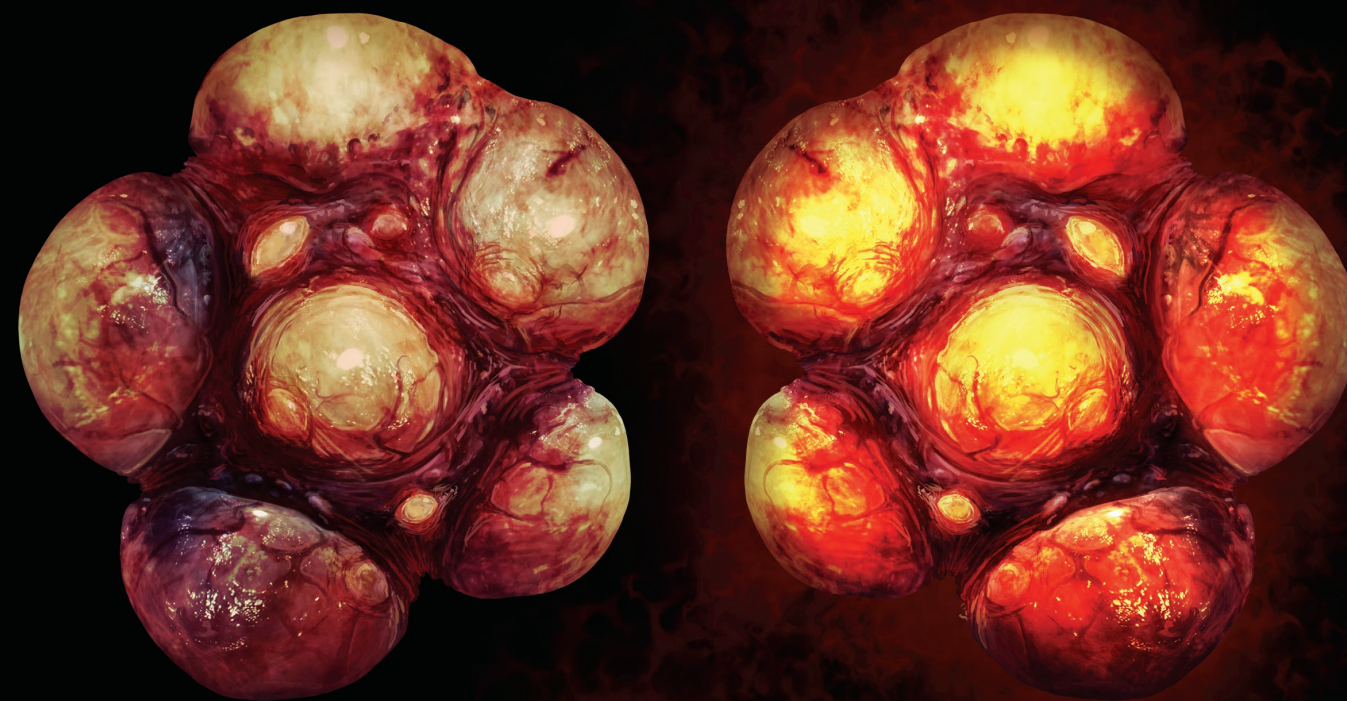
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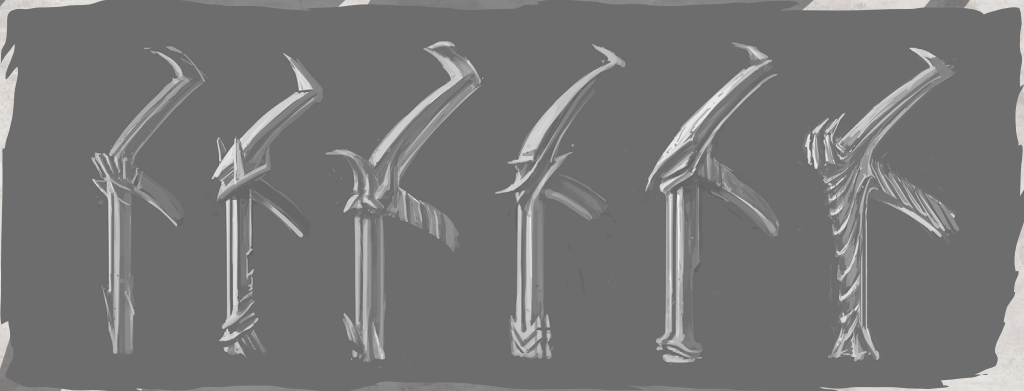


















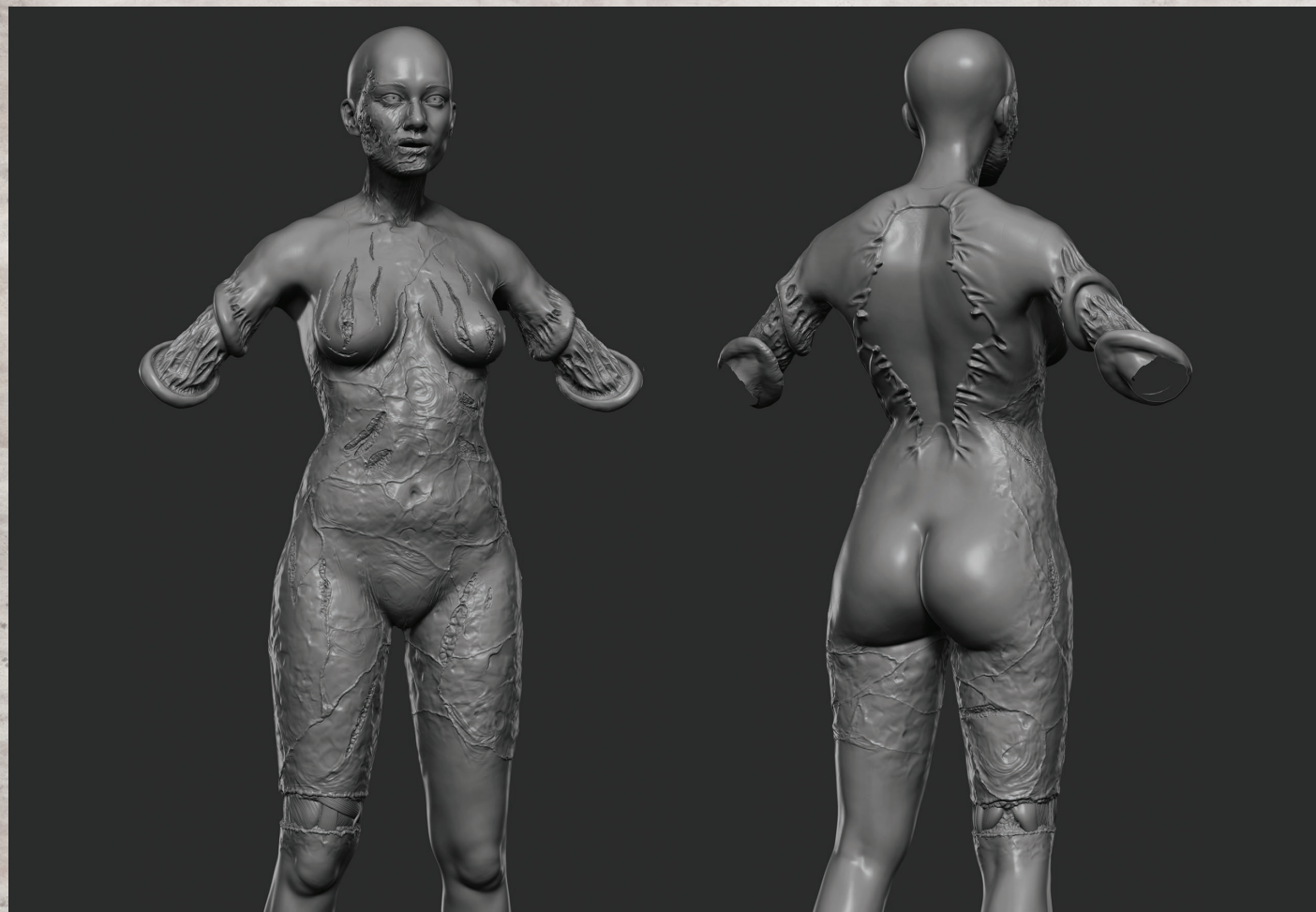


CHAPTER TWO

## RESIDENTS OF HELL

THERE IS A HIERARCHY IN HELL IN WHICH THE HIGHEST STATUS IS HELD BY HIGHER ORDER DEMONS LIKE BAPHOMET. IN THE MIDDLE RANGE ARE NAMELESS DEMONS DRIVEN BY LUST FOR MURDER AND GRATIFICATION OF URGES - USED TO OPPRESS THE DAMNED. THOSE IN TURN PUNISHED FOR THEIR SINS-THE MARTYRS-ARE AT THE BOTTOM OF THE SOCIAL LADDER OF HELL.





VYDIJA





WORM



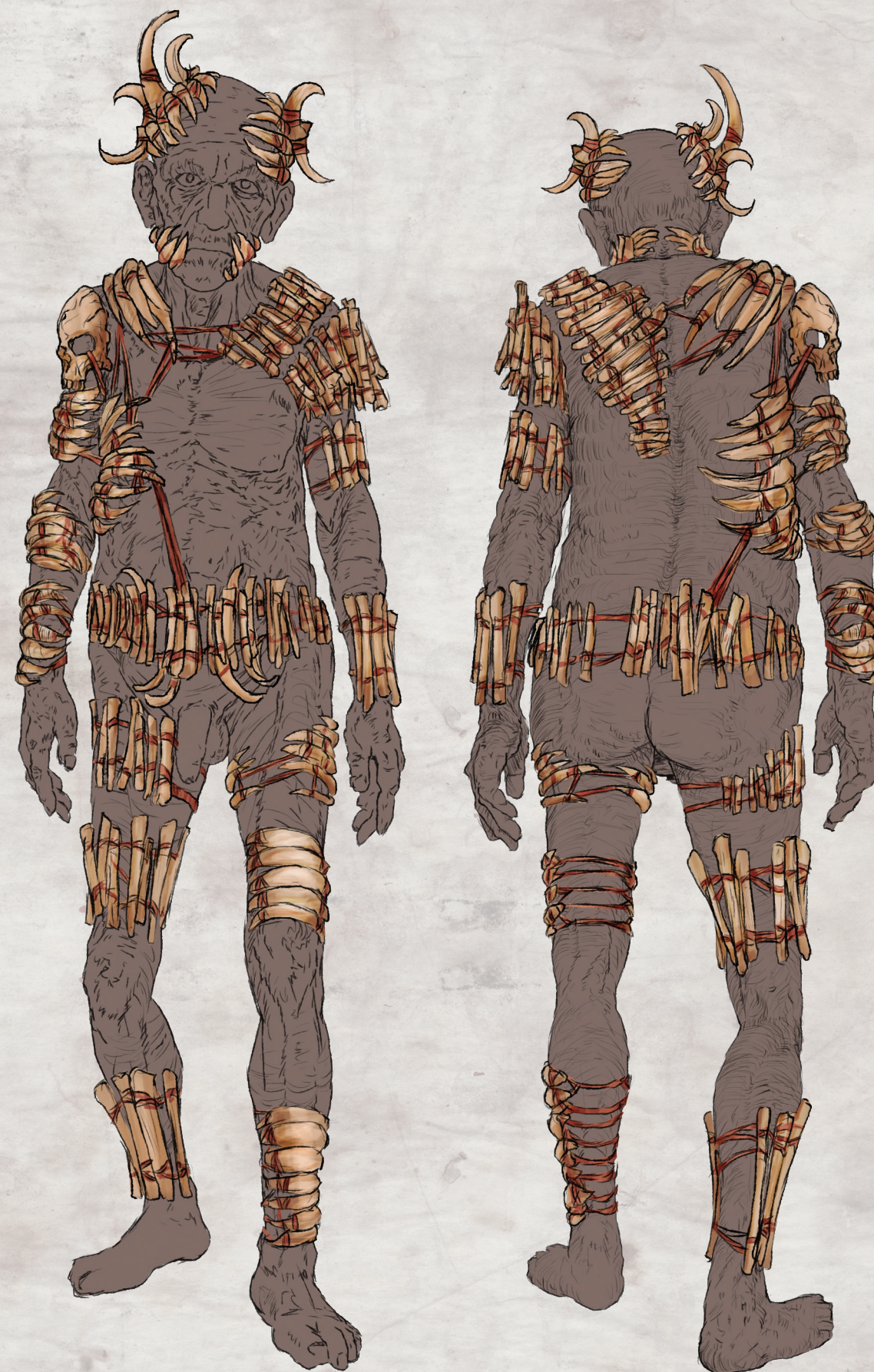


CHERUB



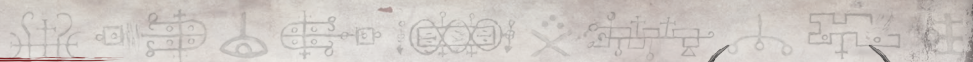


MARTYR - SKIN ARMOR



MARTYR - BONE ARMOR



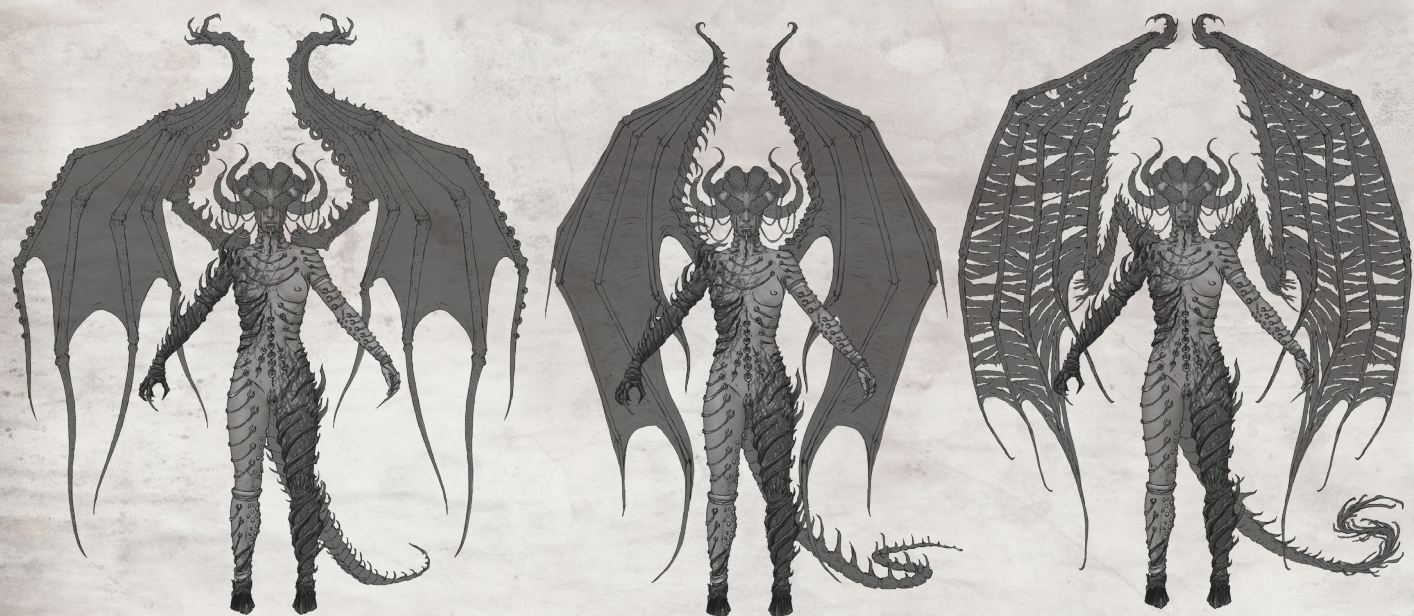


Early design - sketches and variants



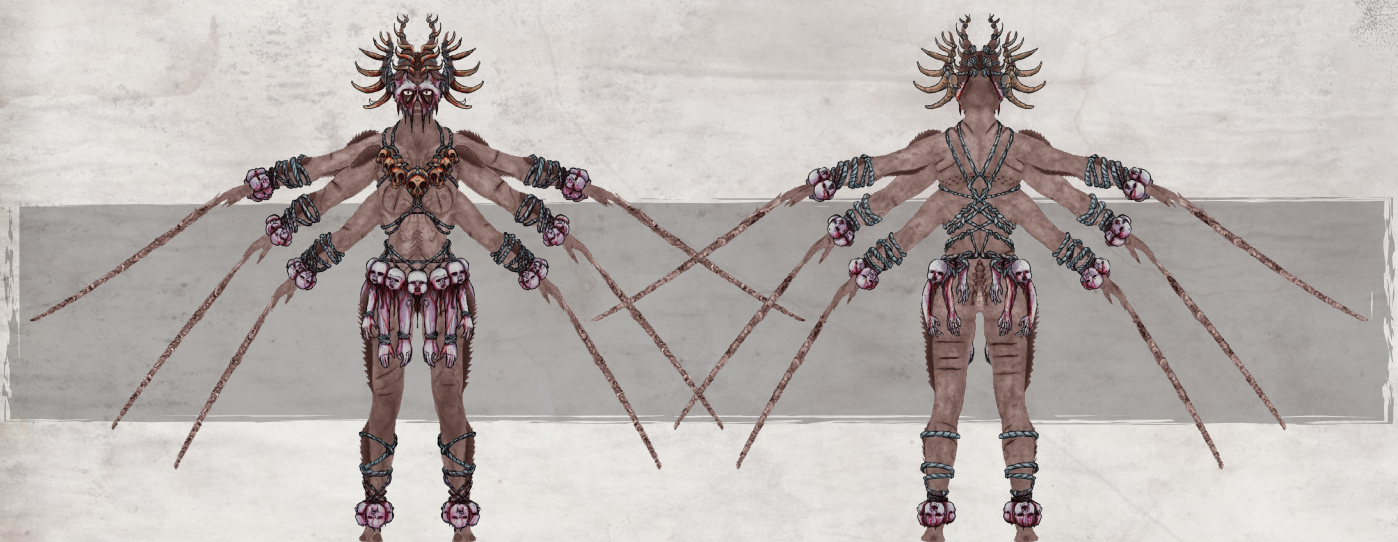
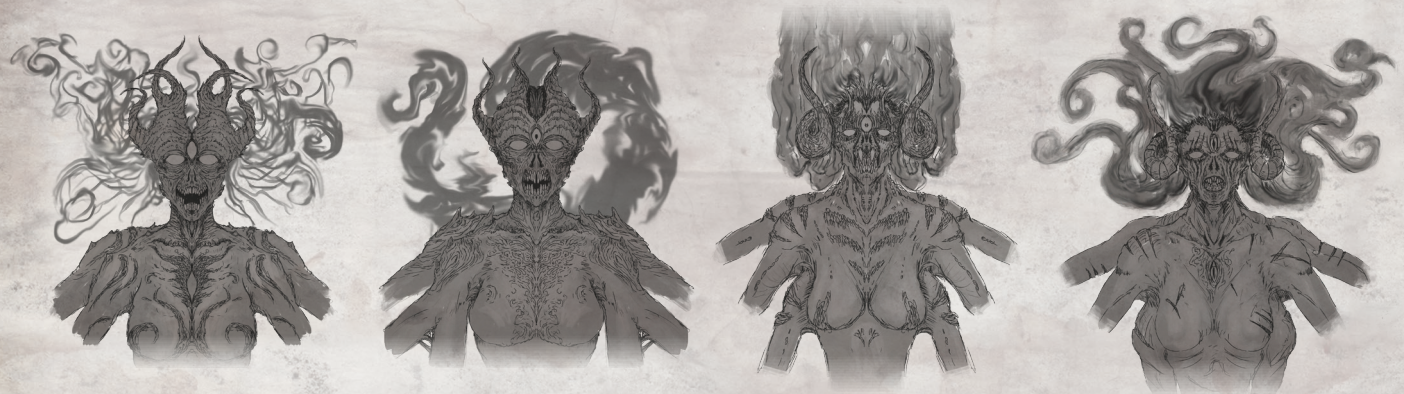
AMAZON





AGRETHA





THE GREAT KALI





ONOSKELIS- BONE ARMOR









CHORT - BONE ARMOR





NIMROD





KETHAR





BAPHOMETH - FINAL FORM



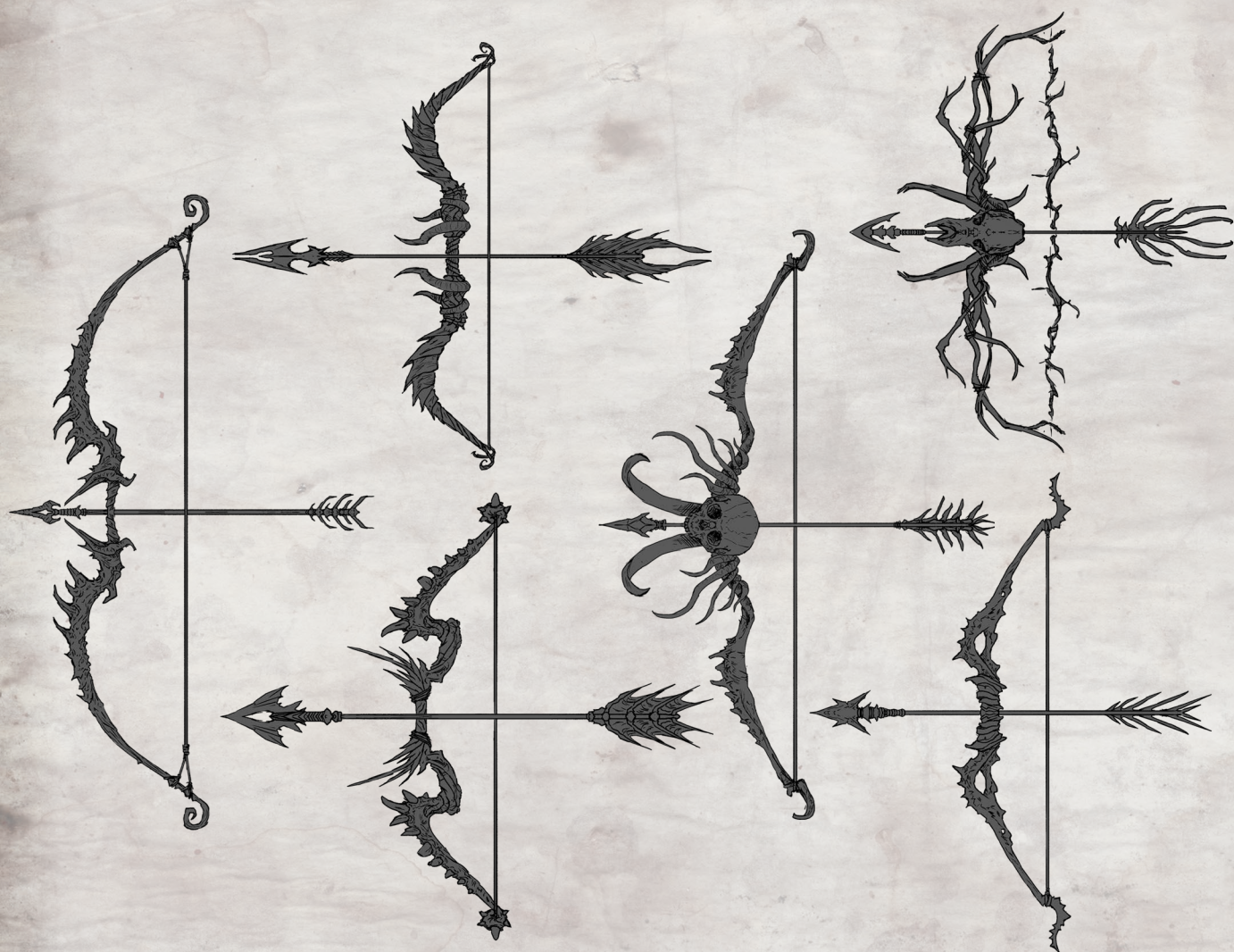


CHAPTER THREE

## TOOLS OF CRIME

THE WEAPONS THAT VYDIJA USES ARE DESIGNED NOT ONLY TO INFLECT DEATH BUT ALSO PAIN. AND THE BETTER THE WEAPON, THE MORE PAINFUL AND BRUTAL THE DEATH OF THE VICTIM. THE APPEARANCE OF THE WEAPON INTENSIFIES THE SUFFERING CAUSED BY THE FEAR OF A TERRIBLE END. WEAPONS WITH SEVERED TENDONS, RAGGED MUSCLES AND BROKEN BONES TERRIFY THOSE WHO WAIT TO DIE WITH THEM.











WEAPON - SWORD

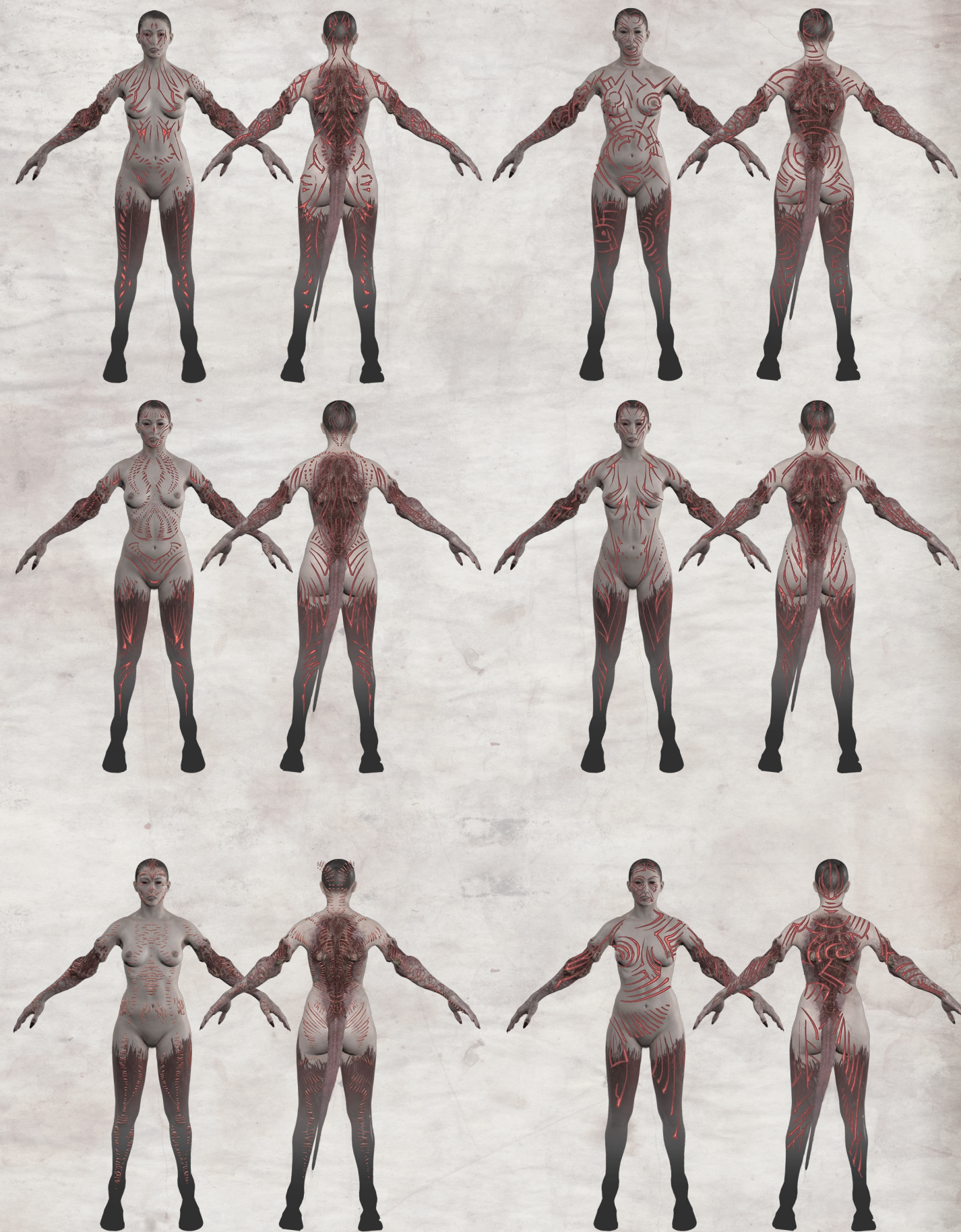


THE ART OF SUCCUBUS

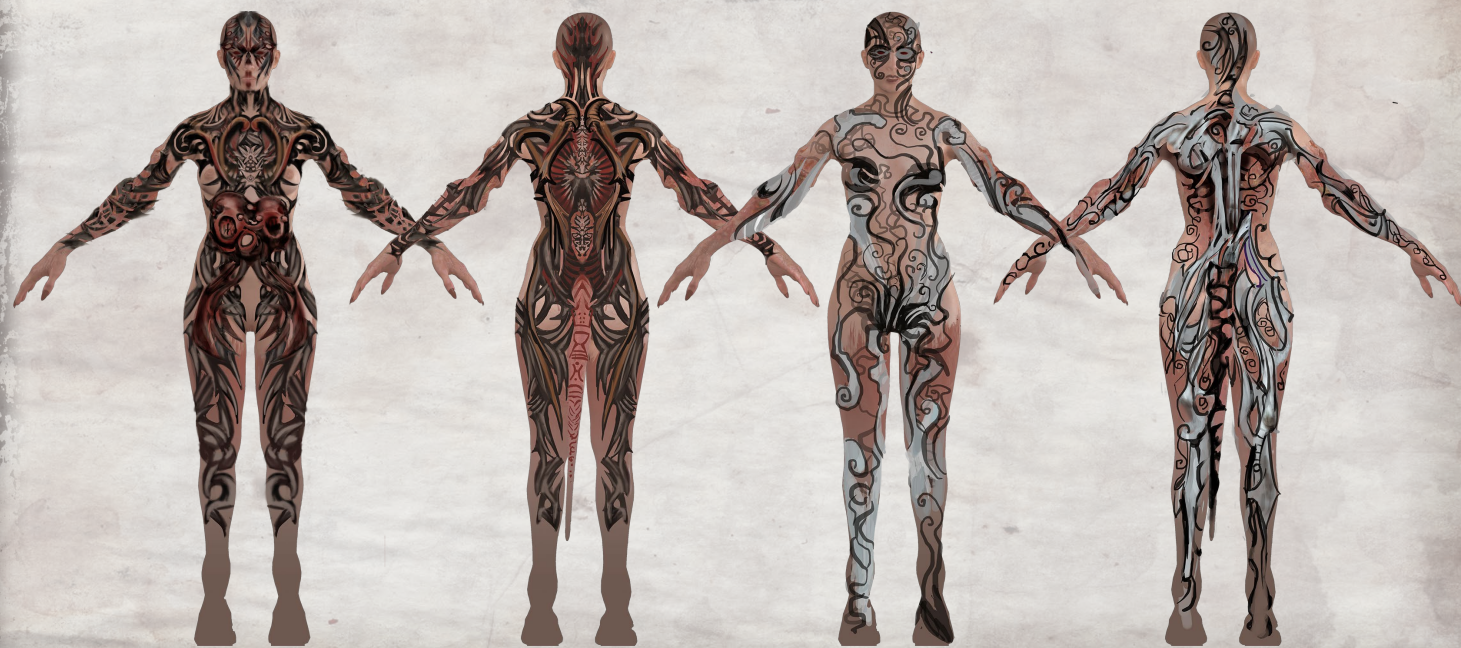
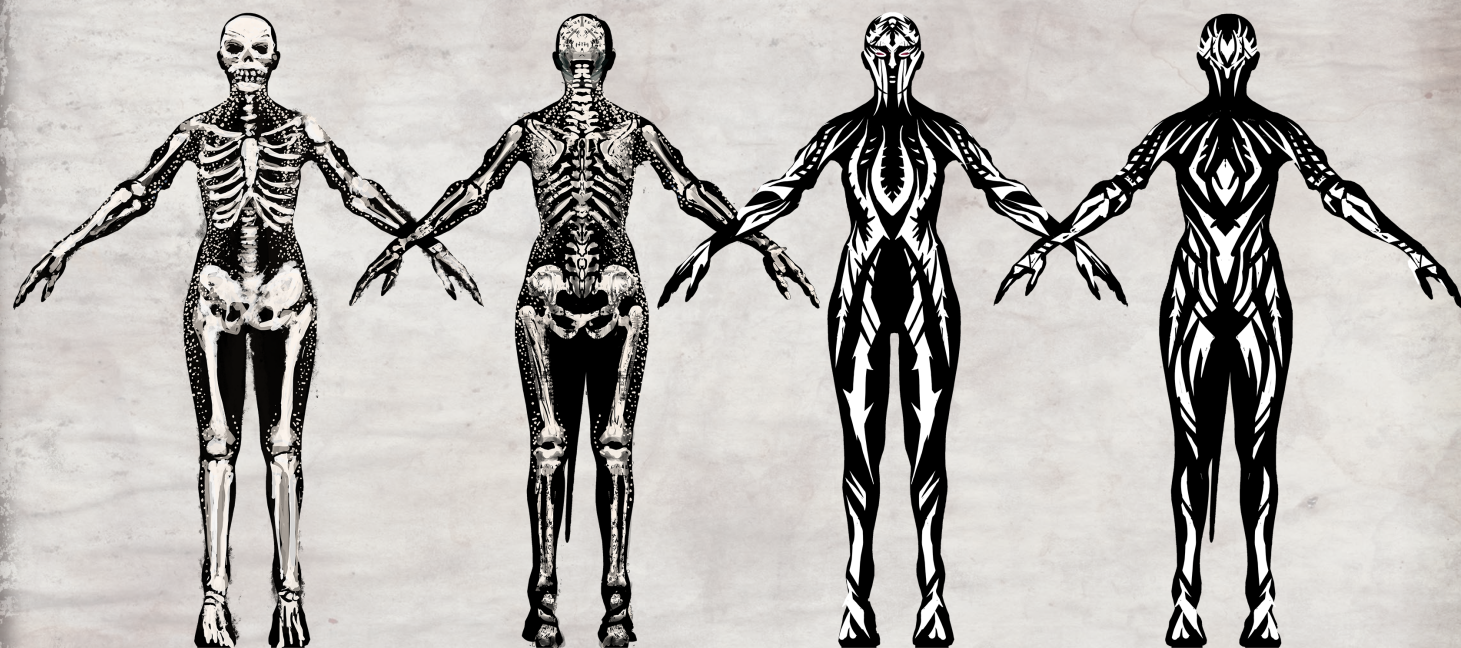
WEAPON IN GAME







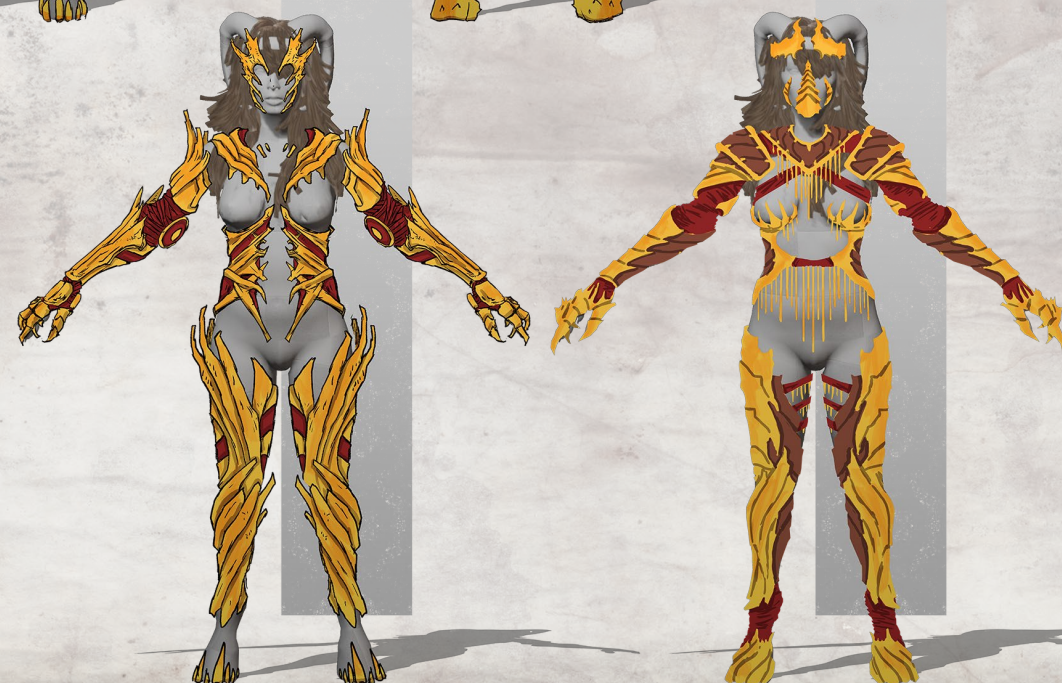
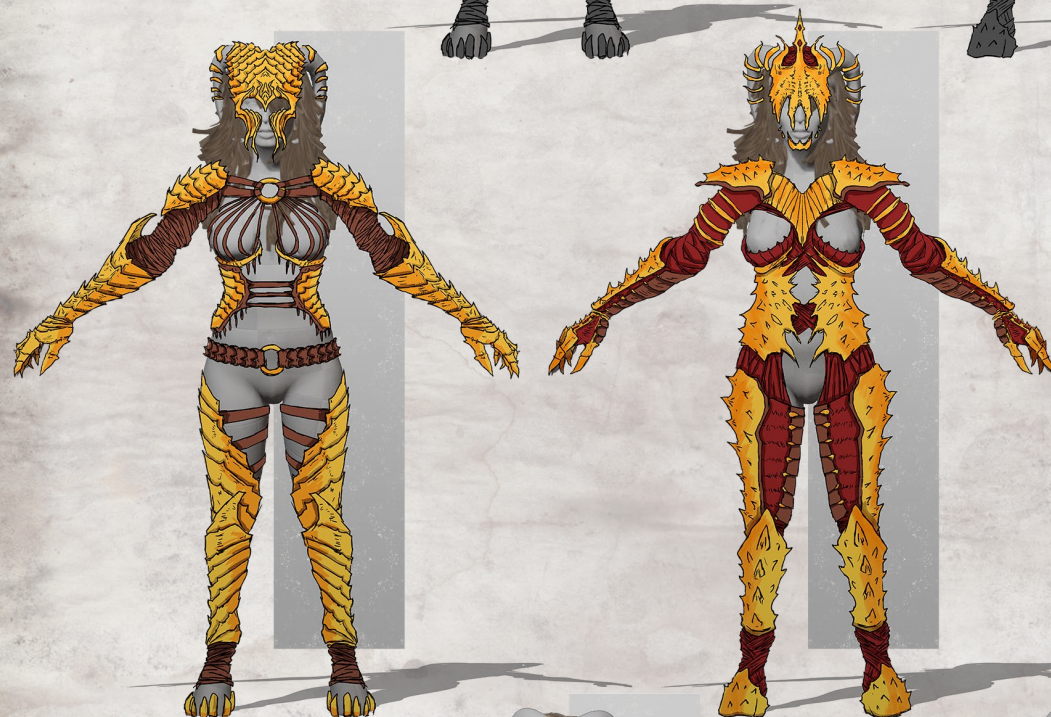














# THE ART OF **Succubus**

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Above all, I would like to thank the players who believed in us and our game,  
and in particular to you, Dear Reader, to whom I wish you the greatest pleasure  
from our game and watching our art.

Tomasz Dutkiewicz

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